THE CRITICS REPORT

WHAT THEY'RE SAYING ABOUT ELECTRONIC ARTS AND ITS PRODUCTS

HARD HAT MACK IS A WINNER

By the Editors of SOFTALK

"If you put HARD HAT MACK in the ring against all of the games on the market, one at a time, it would win most bouts in the opening seconds of the first round. It's that good."

OUTSTANDING STATE OF THE ART GAME

By Arnie Katz, ARCADE EXPRESS

"In many respects, this is the best game ever produced for the APPLE II. Certainly few other discs approach the sound and graphic level the designers ABBOT and ALEXANDER have attained in their first collaborative effort. HARD HAT MACK is the blue collar hero of this three screen climbing game, and his tasks are far from simple. We rate it an outstanding, state-of-the-art game."

MURDER ON THE ZINDERNEUF

IT CAN GIVE YOU A DIFFERENT MYSTERY TO SOLVE EACH TIME YOU PLAY.

By Tom Pettit,
Independent Consultant and Murder Mystery Addict

"MURDER ON THE ZINDERNEUF is a super-sophisticated game of CLUE. There's nothing like it. Other computer mysteries have only one solution. Not MURDER ON THE ZINDERNEUF.

You can play one of eight famous detective types, and you get a new mystery to solve each time you play."

YOU ARE BOUND TO FALL FOR ARCHON

By John Anderson,
CREATIVE COMPUTING

"This is the kind of game I have been waiting to see...you are bound to fall for it. Imagine. A chess game in which you can cast spells."

ARCHON IS A FASCINATING MIX

By David Grady,
COMPUTER UPDATE

"Altogether, ARCHON is a fascinating mix. It begins with such simple pleasures as galloping your unicorn across the arena as it fires deadly energy bolts from its horn... but it leads to the sort of strategic thinking not usually found in games with so attractive and busy a surface."

PINBALL CONSTRUCTION SET THE BEST PROGRAM EVER FOR APPLE II

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"STEVE WOZNIAK (founder of APPLE COMPUTER CORPORATION) has called it the best program ever written for the APPLE II. Or for that matter, for any 8-bit machine."

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BILL BUDGE, THE AUTHOR OF PINBALL CONSTRUCTION SET, IS THE CHARLIE CHAPLIN OF MICRO-COMPUTING

By John Anderson,
CREATIVE COMPUTING

"**PINBALL CONSTRUCTION SET** is a tour de force by **BILL BUDGE**, who is quite arguably the Charlie Chaplin of microcomputing."

YOU'LL BE HEARING ABOUT ELECTRONIC ARTS

By Editors of **SOFTALK**

"**ELECTRONIC ARTS**. Get used to the name because you're going to be hearing of the company and seeing its products in the future. A lot."

ELECTRONIC ARTS MAY WELL SET THE STANDARD

By John Anderson,
CREATIVE COMPUTING

"Make note of that name. **ELECTRONIC ARTS**. It may well set the standard for sophisticated entertainment software in the 80's."

WORMS? GIVES YOU DEEP SATISFACTION

By John Anderson,
CREATIVE COMPUTING

"...In execution of colorful, animated graphics, gives the player an intuitive feeling for hitherto unseen mathematical relationships...

There is a deep satisfaction to be gleaned from **WORMS?** in seeing and hearing the harmonies of pattern."

WORMS? IS BOTH ELEMENTAL AND SOPHISTICATED

By David Grady,
COMPUTER UPDATE

"If you train an especially successful worm, you can save it on your disc and bring it back later to test it in conditions created by the presence of different **WORMS?**... again, both elemental and sophisticated..."

THE MOST IMAGINATIVE AND FUN GAME

By Michael Moore,
Satisfied Customer, San Francisco

"I've never written a company simply to praise a product but having recently bought **WORMS?** I must say that it is the most imaginative and fun game I've played... it was instantly appealing, and I bought it on the spot." We're receiving many similar, complimentary letters from consumers all over the country.

M.U.L.E. IS A SUPERLATIVE GAME

By John Anderson,
CREATIVE COMPUTING

"The graphics, sound and humor in this game are superlative, and though the kids won't suspect it in the least, they'll be learning the laws of economics as they play."

A HEART THRILLER

By David Grady,
COMPUTER UPDATE

"**M.U.L.E.**, by **DAN** and **BILL BUNTEN**, **JIM RUSHING** and **ALLEN WATSON**, will thrill the hearts of all who enjoy **MONOPOLY** or **RISK**, not to mention the kids who have never heard of those games and would rather fantasize about colonizing a distant planet..."

NEW DIMENSIONS TO A STRONG BASIC GAME CONCEPT

By the Editors of **SOFTALK**

"**AXIS ASSASSIN** is obviously patterned after the coin-op game **TEMPEST,** which bred such **APPLE** versions as **TUNNEL TERROR** and **TUBEWAY**.

This time, though, author **JOHN FIELD** has added things not found in either game. Not even in **TEMPEST**...the game is quite enjoyable."